A single "Open game..." dialog...

A single "Open game..." dialog...
by **Hard Core Rikki** » Thu Sep 04, 2008 7:03 pm

Hard Core Rikki
Member

Posts: 78
Joined: Tue Apr 08, 2008 12:26 pm

...rather than 3 ;p

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As I posted on emuforums:

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- Merging back the 3 Open dialogs (open gb, open gbc, open gba) into a single open dialog (open game) with 3 selectable gametypes, such as in the old vbas (rare are those leaving games outside of compressed archives, which makes the filetype separation redundant)

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IIRC, there was a single dialog box back in the days, dont remember when/why it was slip to 3. Unless it was there in VBA-S' gui, hence why legacied down?

Last edited by Hard Core Rikki on Thu Sep 04, 2008 7:06 pm, edited 1 time in total.

A single "Open game..." dialog...
by **Squall Leonhart** » Thu Sep 04, 2008 7:18 pm

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

There was always 2.

Open

Open Gameboy

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Until the Tabbed Rom browser finds its way in, i prefer it like this as it allows each item to open the folder set in Directories.

A single "Open game..." dialog...
by **Hard Core Rikki** » Thu Sep 04, 2008 7:32 pm

Hard Core Rikki
Member

Posts: 78
Joined: Tue Apr 08, 2008 12:26 pm

the gb one hardly was ever used. the other diaog included them all gametype anyway.

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hmm, the set folders things makes sense. How about just inverting the order of the dialogs then? open gba fist, followed by open gbc then open gb?

A single "Open game..." dialog...
by **Squall Leonhart** » Thu Sep 04, 2008 8:02 pm

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

thats simple to do... i can't since they upgraded the resource file.

A single "Open game..." dialog...
by **mudlord** » Fri Sep 05, 2008 12:58 am

mudlord
Senior Member

Posts: 306
Joined: Sun Feb 08, 2009 7:16 am

Okay, easy. [img] <fileStore.core_Emoticons>/emoticons/laugh.png[/img]/emoticons/laugh@2x.png 2x" width="20" height="20" />

A single "Open game..." dialog...
by **spacy51** » Fri Sep 05, 2008 6:58 am

spacy51
Senior Member

Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

Hm, I do not want to remove the current possibilities to start the "open ROM" dialog from one of the threee predefined ROM folders for every system (GB, GBC; GBA), but I could add a fourth "open ROM" dialog right at the top, maybe call it "quick open ROM" and always start at the last directory where a ROM was loaded from? This way, I could remove the appropriate opion from the Directories dialog. Of course this one will list every kind of supported ROM or archive.

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Last edited by spacy51 on Fri Sep 05, 2008 6:59 am, edited 1 time in total.

A single "Open game..." dialog...
by **Squall Leonhart** » Fri Sep 05, 2008 7:17 am

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Have the option toggle the menu's items appearance.

A single "Open game..." dialog...
by **spacy51** » Fri Sep 05, 2008 7:37 am

spacy51
Senior Member

Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

> Have the option toggle the menu's items appearance.

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That's also possible, but that might be a little more work, generating and manipulating the menu entries at runtime. In Media Player Classic (and in VLC media player IIRC) it works nicely with several open buttons for idfferent purposes.

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